

Harbor Choices

Trace how place, weather, and time shape events.

7.7.D "analyze how the setting influences character and plot development."

NAME _____

DATE _____

1 READ AND MARK _____ Read it twice

YOUR JOB Underline each setting detail that creates a problem or opportunity, and circle the action or event it causes so you can trace how the setting moves the character and plot.

Fog at Alder Cove

- ① By late afternoon, fog had swallowed the harbor town of Alder Cove. The ferry horn sounded once, then went silent, and wet ropes slapped against empty docks. Mara stood beneath the bait shop awning, gripping a library book she had promised to return across the bay. Normally, she would have hurried to the pier. Today, the missing ferry and the rising tide made the route impossible. She checked the town clock, then noticed an older man struggling to pull his small boat away from the rocks.
- ② Mara wanted to leave before the library closed, but the narrow boardwalk was slick, and waves burst through its broken rail. She tucked the book inside her jacket and crossed carefully to the man. He introduced himself as Mr. Ibarra, the lighthouse keeper. His boat carried a crate of fresh batteries needed for the lighthouse lamp. Because the storm had cut the power, he could not steer the boat and hold it clear of the rocks at the same time. Mara grabbed the rope.
- ③ Together, they pulled until the boat floated free. Another wave shoved it toward the rocks. Mara climbed aboard, holding the rope while Mr. Ibarra started the motor. From the water, she saw the library's upper windows glowing weakly. The librarian had placed a lantern in the window, a signal used when the ferry could not run. Mara understood that the book could wait. She helped deliver the batteries, and the lighthouse beam soon swept across the fog. Its light guided a fishing boat safely into the harbor.

2 ANSWER WITH EVIDENCE _____ Use the passage

1 How do the fog, missing ferry, and rising tide change Mara's original plan?

2 How does the dangerous boardwalk influence Mara's actions when she goes to help Mr. Ibarra?

3 Why do the storm conditions make Mr. Ibarra's batteries important to the plot?

4 How does the harbor setting help create the ending of the story?

3 YOUR TURN _____ Your own words

Write 3 or 4 sentences about a character in a challenging setting. Show how one setting detail causes the character to make a choice, and explain how that choice changes what happens.

PART 1 • READ AND MARK

Underline each setting detail that creates a problem or opportunity, and circle the action or event it causes so you can trace how the setting moves the character and plot. Accept any marking that follows this job and points at the right text.

PART 2 • ANSWERS

#	QUESTION	ANSWER
1	How do the fog, missing ferry, and rising tide change Mara's original plan?	They make it impossible for Mara to cross the bay and return her library book, so she stays at the harbor.
2	How does the dangerous boardwalk influence Mara's actions when she goes to help Mr. Ibarra?	Because the boardwalk is slick and waves break through the rail, Mara crosses carefully instead of hurrying.
3	Why do the storm conditions make Mr. Ibarra's batteries important to the plot?	The storm cuts the power, so the lighthouse needs the batteries to light its lamp.
4	How does the harbor setting help create the ending of the story?	The fog makes the lighthouse beam necessary, and the beam guides a fishing boat safely into the harbor.

PART 3 • YOUR TURN (SAMPLE ANSWER)

At the crowded bus station during a snowstorm, Nia learned that all buses were canceled. Instead of waiting for a ride home, she used the station map to lead a lost child to the information desk. Because the storm trapped travelers indoors, Nia's choice brought the child back to his father.

Accept responses that accurately explain a cause-and-effect relationship between a setting detail and a character action or plot event. Students may use different relevant details from the passage if their explanation is supported by the text.